

COMPLETE RULES FOR MASTERS

The International Rules of Rugby League will apply with the following exceptions

ALL PLAYERS MUST BE OVER 35 YEARS OF AGE AND BE RETIRED FROM COMPETITIVE FOOTBALL

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 - a) From the kick-off, goal line drop kick or 5th and final kick. The ball bouncing out untouched by the receiving team. The scrum feed goes to the receiving team.
 - b) Scrums from ball or player with the ball running over the sideline are out.
 - c) No pressure scrummaging, to avoid injuries (it is accepted that teams will win their own ball back i.e. scrums go with feed).
 - d) All six forwards must participate in scrums and remain in the scrum until the halfback has the ball.
2. The halfback must not follow opposing halfback around the base of the scrum.
3. The attacking teams halfback can pick the ball up and run from the base of the scrums
4. Loose forward / lock cannot break off the base of the scrum with the ball at scrum time. Halfback must receive the ball from the scrum.
5. No turnover, 6th tackle will result in a scrum.
6. Only one marker is permitted. He is passive and must not move until the acting halfback has passed the ball.
7. Dummy half cannot run.
8. No fending – Referees to use their discretion.
9. 5 metres minimum at the play the ball.
10. All penalties are a tap kick. All defenders must retreat 10 metres.
11. Kicking is only allowed on the last tackle.
12. All kicks including the kick-off, the receiver must not be challenged. He is to run the ball at least 5 metres. If the ball is not challenged and the attacking players are on side then it is play on. Referees discretion & he will call play on.
13. No gang tackles allowed. We prefer all tackles to be below the shoulder. Referees discretion (no more than 2 in tackle). No lifting permitted.
14. Once progress has been stopped we prefer players to succumb rather than to try and keep progressing.
15. Some older players are quiet happy to be tackled in a normal fashion and generally make the referee aware so he gives a bit more leeway.
16. Players can run as hard as they like as long as they run at gaps, we do not allow players to try and run over the top of each other.
17. No stripping the ball in the tackle.
18. Rough and over vigorous play is not condoned; safety (to old bones) is paramount.
19. Captains are responsible for the behaviour of team members.
20. The duration of the games is 25 minutes each way with unlimited interchange.
21. Coloured shorts to be worn to designate player age.

White 35 – 39 years

Black 40 – 49 years

Red 50 – 59 years

Gold 60+

White & Black short players generally tackle each other in a normal fashion, but tend to just stop the progress of a Red short player. On attack red short players must be physically stopped and held. On defence, red short players must make a definite two handed hold on the attacking player.

The tackle on attack is a touch tackle, when making a touch on an attacking opponent the defender must call tagged for the tackle to be given.

On attack the defenders must remove the tag from the attacking player.

The Gold short player makes a touch and usually calls the touch to assist the referee, we find most players respect this and we have no problems.

Our referees tend to call the colour short player e.g. red short player passive tackle.

22. No goal kicks after tries